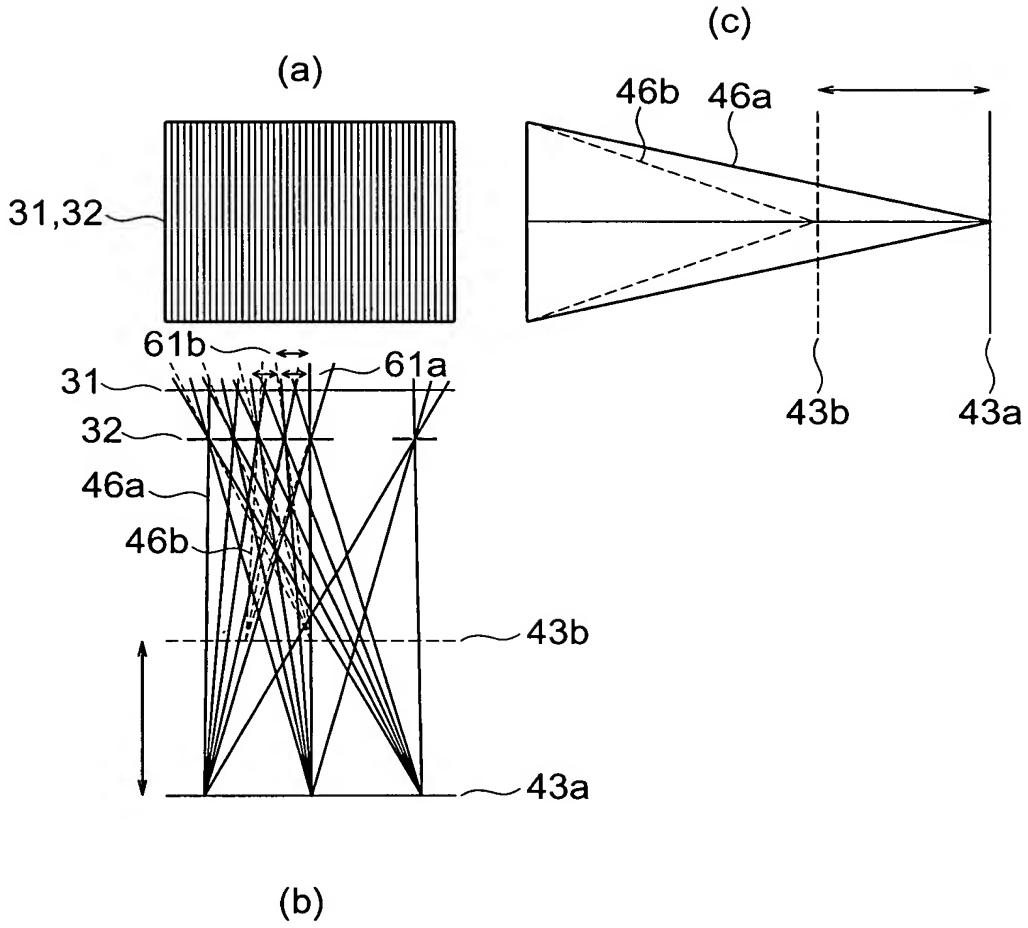

FIG. 1

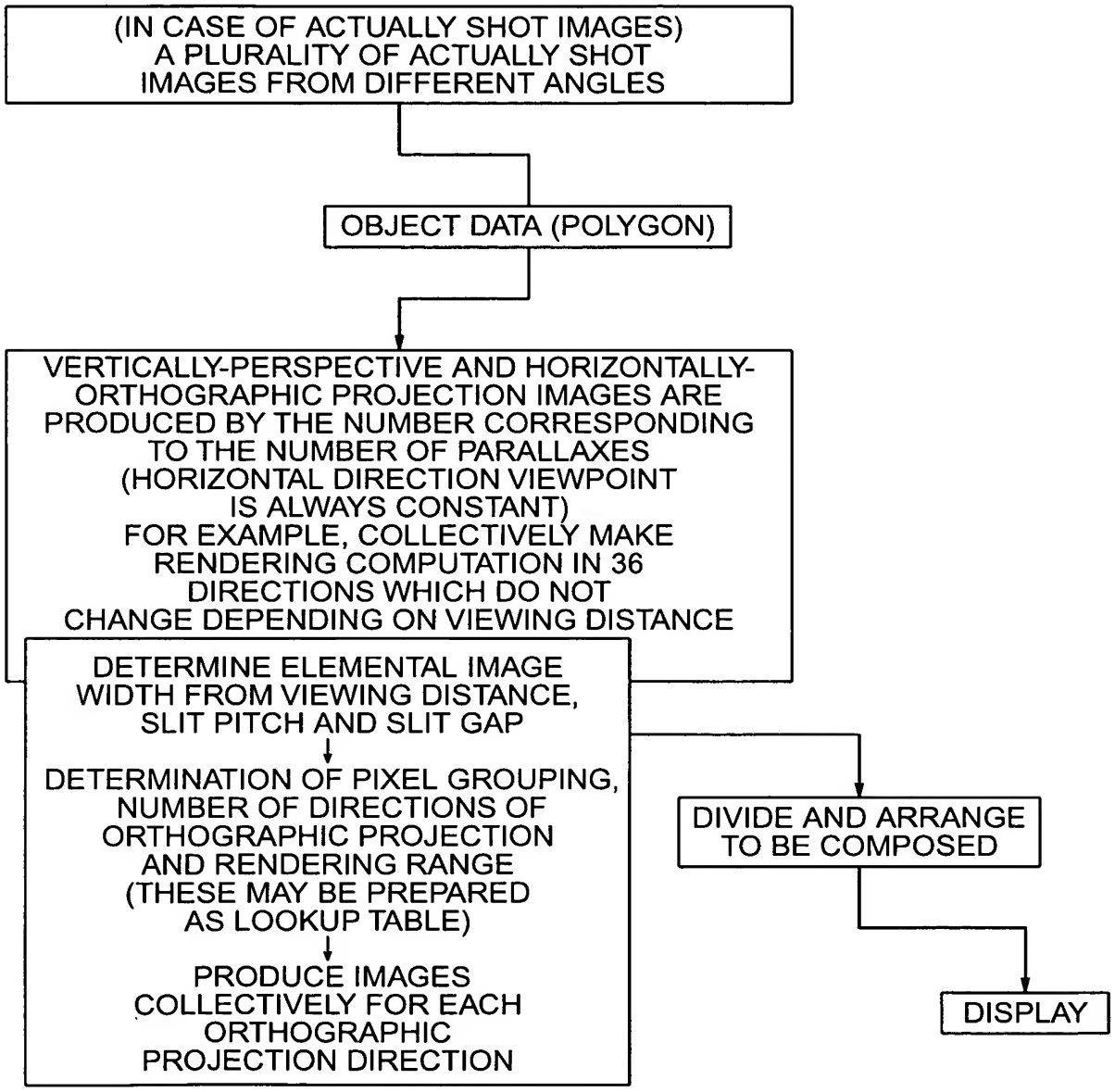
(IN CASE OF ACTUALLY SHOT IMAGES)
A PLURALITY OF ACTUALLY SHOT
IMAGES FROM DIFFERENT ANGLES
OBJECT DATA (POLYGON)
VERTICALLY-PERSPECTIVE AND HORIZONTALLY-
ORTHOGRAPHIC PROJECTION IMAGES ARE
PRODUCED BY THE NUMBER CORRESPONDING
TO THE NUMBER OF PARALLAXES
(HORIZONTAL DIRECTION VIEWPOINT
IS ALWAYS CONSTANT)
FOR EXAMPLE, COLLECTIVELY MAKE
RENDERING COMPUTATION IN 36
DIRECTIONS WHICH DO NOT
CHANGE DEPENDING ON VIEWING DISTANCE
DETERMINE ELEMENTAL IMAGE
WIDTH FROM VIEWING DISTANCE,
SLIT PITCH AND SLIT GAP
DETERMINATION OF PIXEL GROUPING,
NUMBER OF DIRECTIONS OF
ORTHOGRAPHIC PROJECTION
AND RENDERING RANGE
(THESE MAY BE PREPARED
AS LOOKUP TABLE)
PRODUCE IMAGES
COLLECTIVELY FOR EACH
ORTHOGRAPHIC
PROJECTION DIRECTION
DIVIDE AND ARRANGE
TO BE COMPOSED
DISPLAY

FIG. 2

m DIRECTION NUMBER	L=500 [mm] n RENDERING COMPUTATION COLUMN RANGE (APERTURE NUMBER) start	stop	NUMBER OF COMPUTATION COLUMNS	L=1000 [mm] n RENDERING COMPUTATION COLUMN RANGE (APERTURE NUMBER) start	stop	NUMBER OF COMPUTATION COLUMNS	L=1500 [mm] n RENDERING COMPUTATION COLUMN RANGE (APERTURE NUMBER) start	stop	NUMBER OF COMPUTATION COLUMNS
-27	-298	-290	9						
-26	-298	-274	25						
-25	-298	-258	41						
-24	-299	-243	57						
-23	-299	-227	73						
-22	-299	-211	89						
-21	-299	-196	104						
-20	-299	-180	120						
-19	-299	-165	135						
-18	-299	-149	151	-299	-297	3			
-17	-299	-133	167	-299	-266	34			
-16	-299	-118	182	-299	-235	65			
-15	-299	-102	198	-299	-204	96			
-14	-299	-86	214	-299	-172	128	-299	-258	42
-13	-299	-71	229	-299	-141	159	-299	-211	89
-12	-299	-55	245	-299	-110	190	-299	-165	135
-11	-290	-40	251	-299	-79	221	-299	-118	182
-10	-274	-24	251	-299	-47	253	-299	-71	229
-9	-258	-8	251	-299	-16	284	-299	-24	276
-8	-243	8	251	-300	16	316	-300	24	324
-7	-227	24	251	-300	47	347	-300	71	371
-6	-211	40	251	-300	79	379	-300	118	418
-5	-196	55	251	-300	110	410	-300	165	465
-4	-180	71	251	-300	141	441	-300	221	511
-3	-165	86	251	-300	172	472	-300	258	558
-2	-149	102	251	-297	204	501	-300	300	600
-1	-133	118	251	-266	235	501	-300	300	600
1	-118	133	251	-235	266	501	-300	300	600
2	-102	149	251	-204	297	501	-300	300	600
3	-86	165	251	-172	300	472	-258	300	558
4	-71	180	251	-141	300	441	-211	300	511
5	-55	196	251	-110	300	410	-165	300	465
6	-40	211	251	-79	300	379	-118	300	418
7	-24	227	251	-47	300	347	-71	300	371
8	-8	243	251	-16	300	316	-24	300	324
9	8	258	251	16	299	284	24	299	276
10	24	274	251	47	299	253	71	299	229
11	40	290	251	79	299	221	118	299	182
12	55	299	245	110	299	190	165	299	135
13	71	299	229	141	299	159	211	299	89
14	86	299	214	172	299	128	258	299	42
15	102	299	198	204	299	96			
16	118	299	182	235	299	65			
17	133	299	167	266	299	34			
18	149	299	151	297	299	3			
19	165	299	135						
20	180	299	120						
21	196	299	104						
22	211	299	89						
23	227	299	73						
24	243	299	57						
25	258	298	41						
26	274	298	25						
27	290	298	9						
SUM			9600			9600			9600

FIG. 3

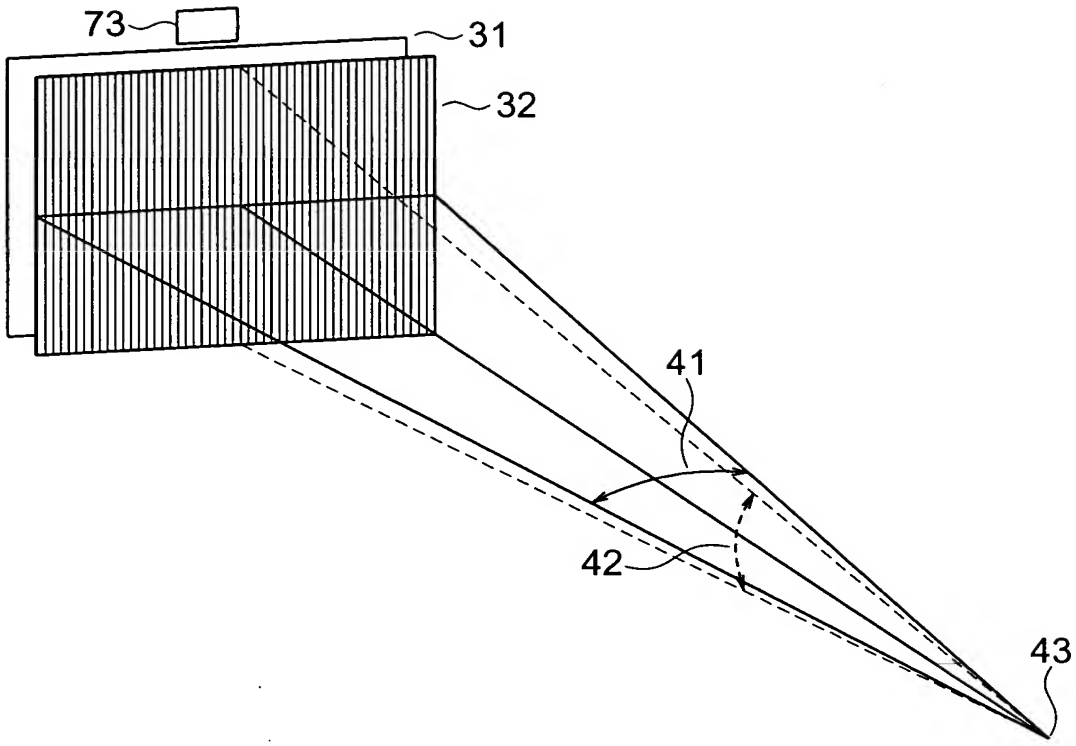

FIG. 4

	VERTICAL DISPARITY	AT TIME OF OUT-OF-VIEWING-ZONE IN FRONT AND REAR
BINOCULAR/ MULTIVIEW	NON	IMAGE DOES NOT LOOK STEREOSCOPIC (BREAKUP IMAGE)
1-D IP	NON	IMAGE LOOKS STEREOSCOPIC BUT IS DISTORTED
2-D IP	PRESENCE	IMAGE LOOKS STEREOSCOPIC AND DOES NOT INCLUDE DISTORTION
THIS EMBODIMENT	NON	IMAGE LOOKS STEREOSCOPIC AND DOES NOT INCLUDE DISTORTION SUBSTANTIALLY

FIG. 5

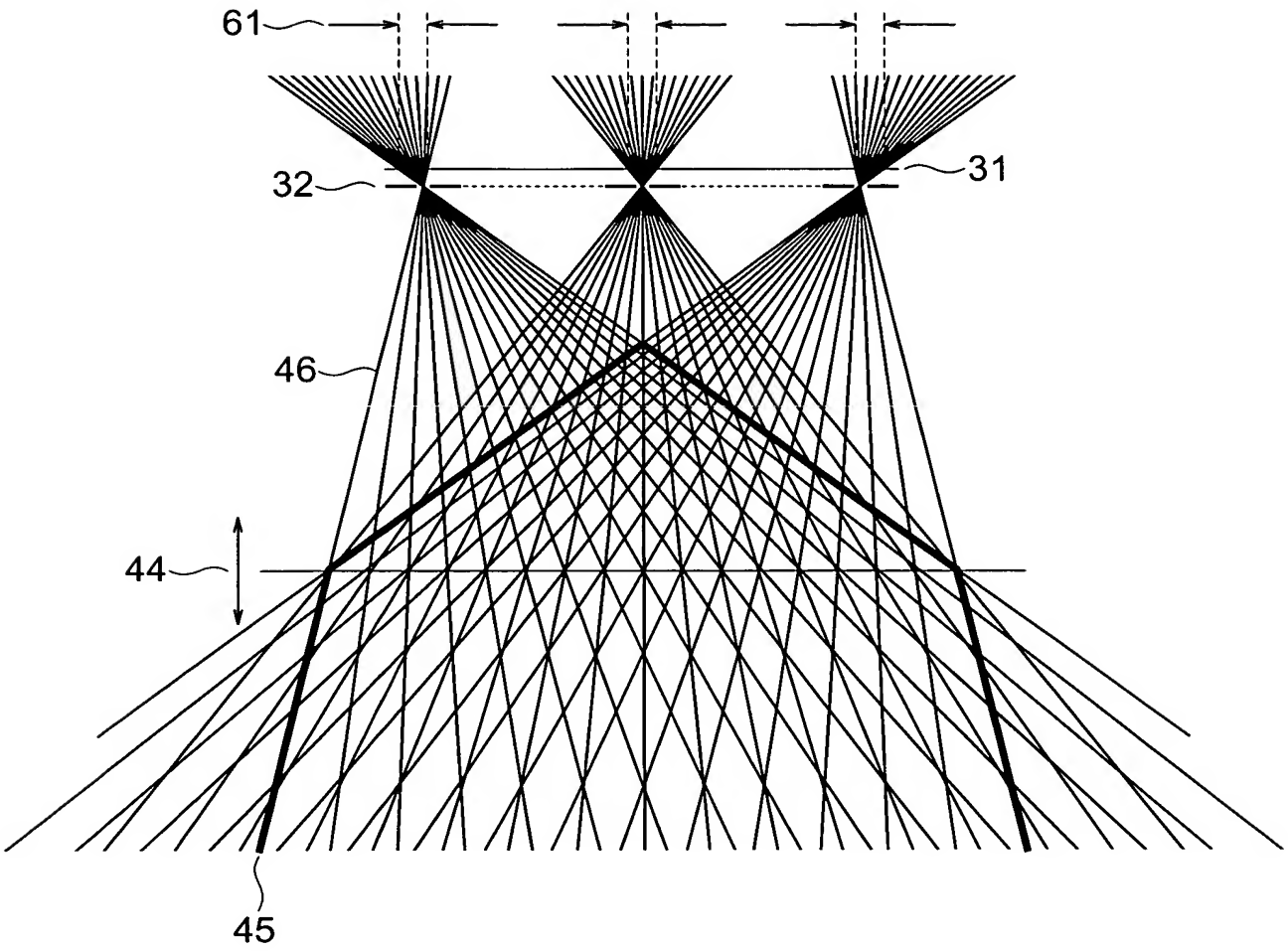

FIG. 6

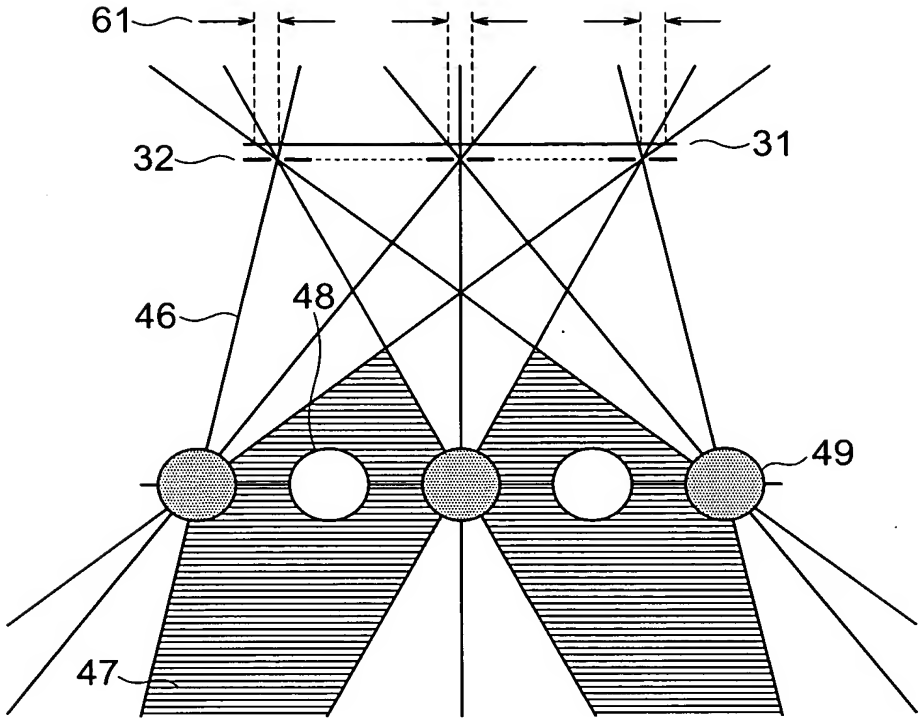

FIG. 7A

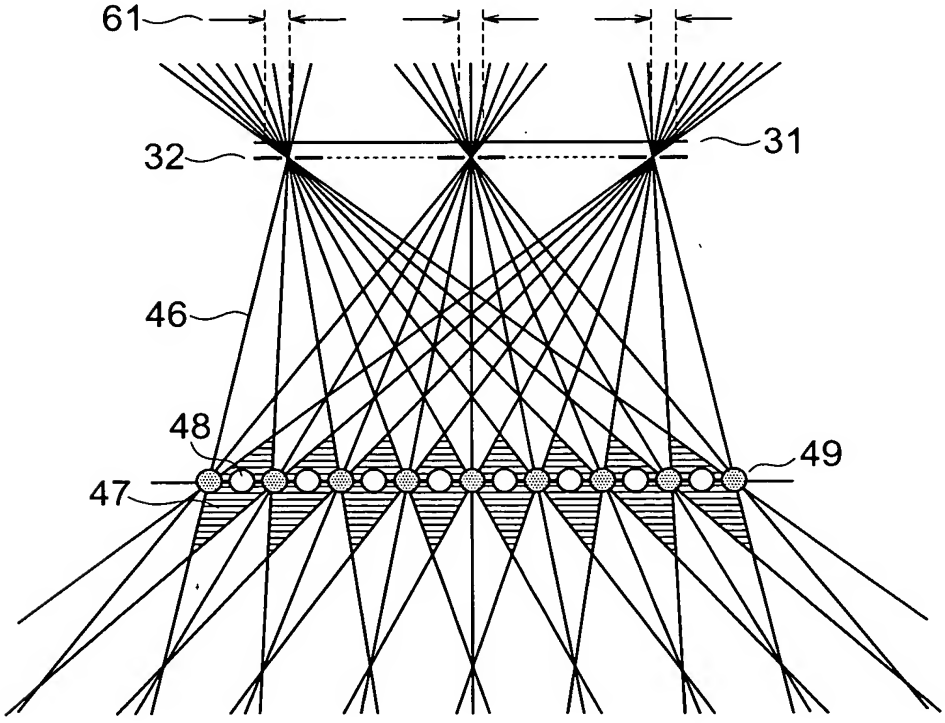

FIG. 7B

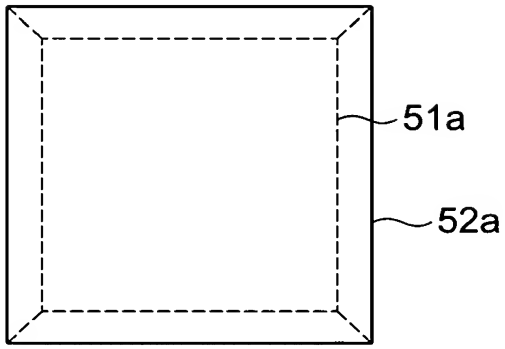

FIG. 8A

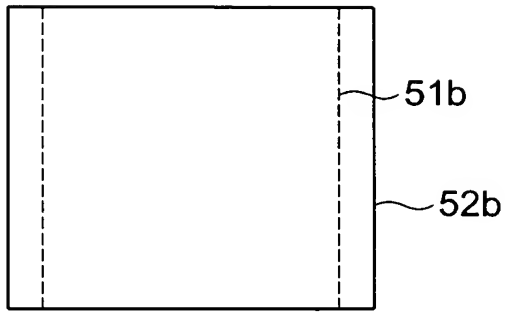

FIG. 8B

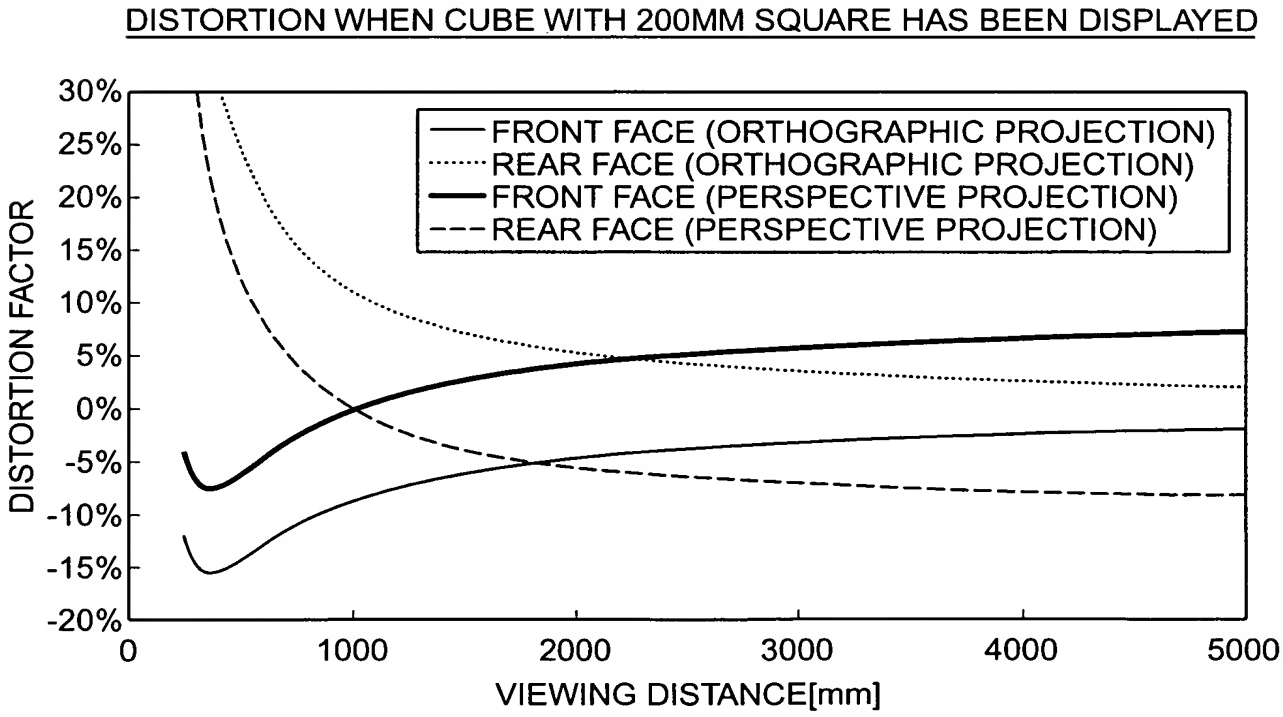

FIG. 9

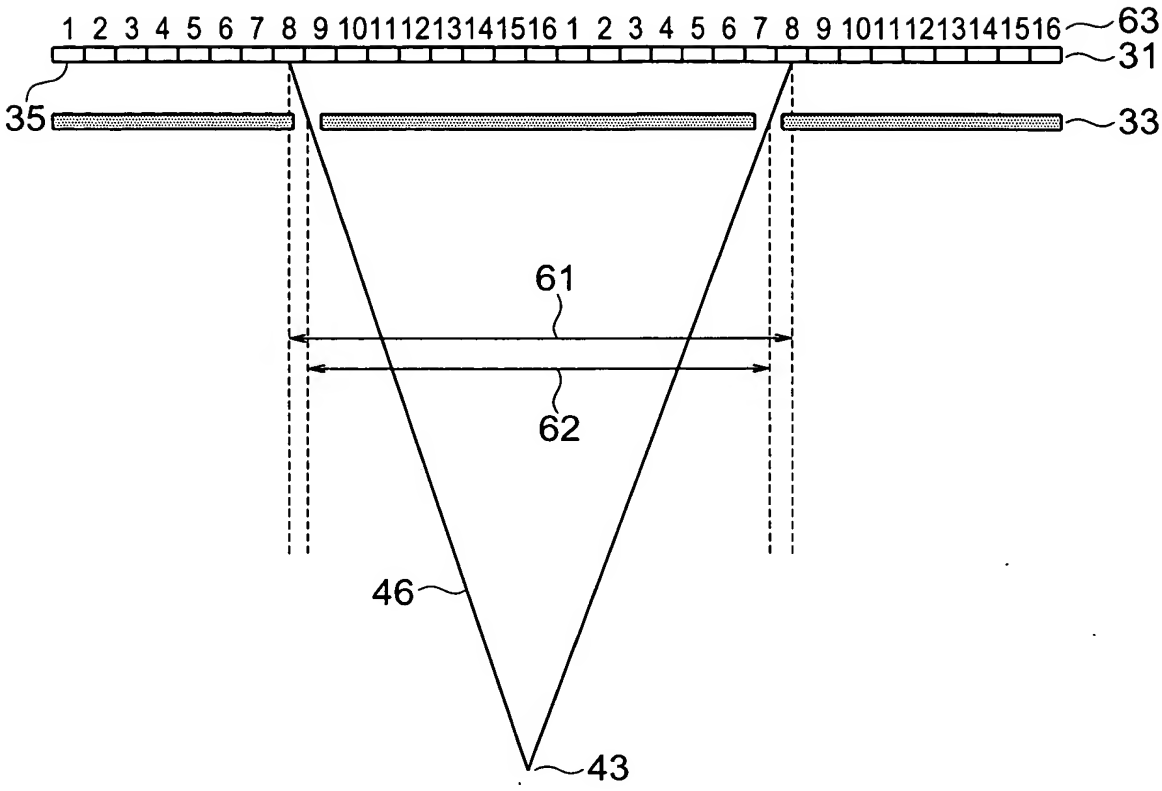
1 2 3 4 5 6 7 8 9 10111213141516 1 2 3 4 5 6 7 8 9 10111213141516
63
31
35
33
61
62
46
43

FIG. 10

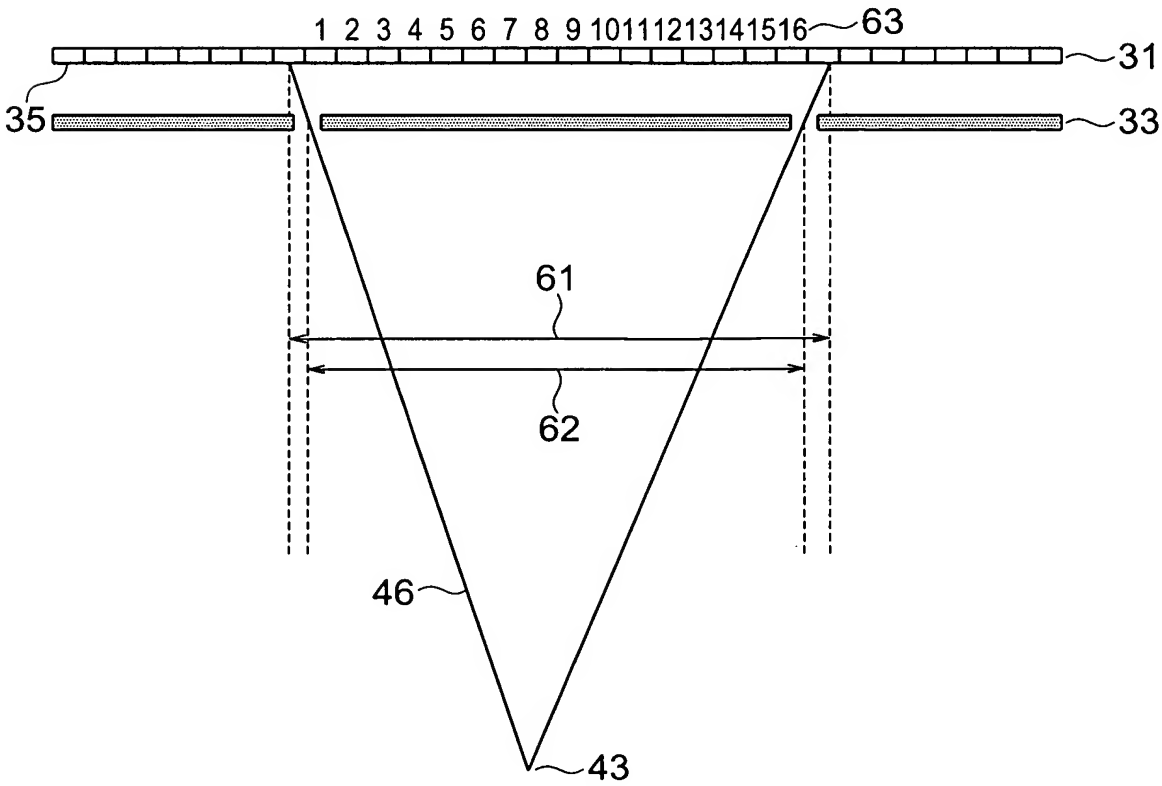
1 2 3 4 5 6 7 8 9 10111213141516
63
31
35
33
61
62
46
43

FIG. 11

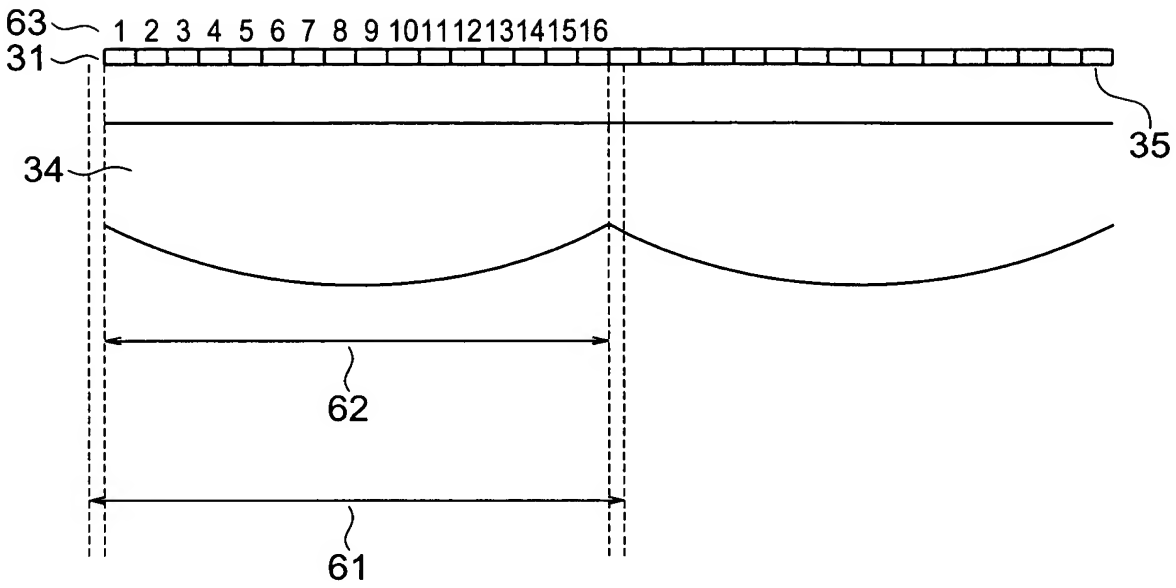

FIG. 12

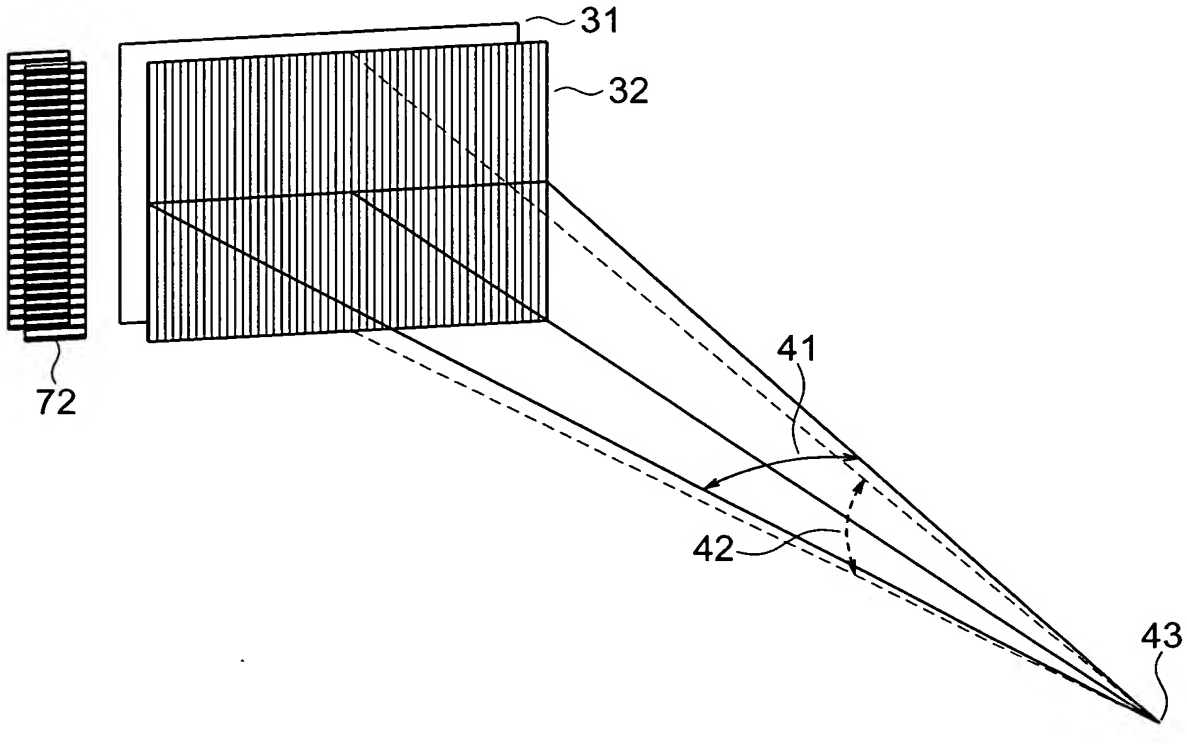

FIG. 13

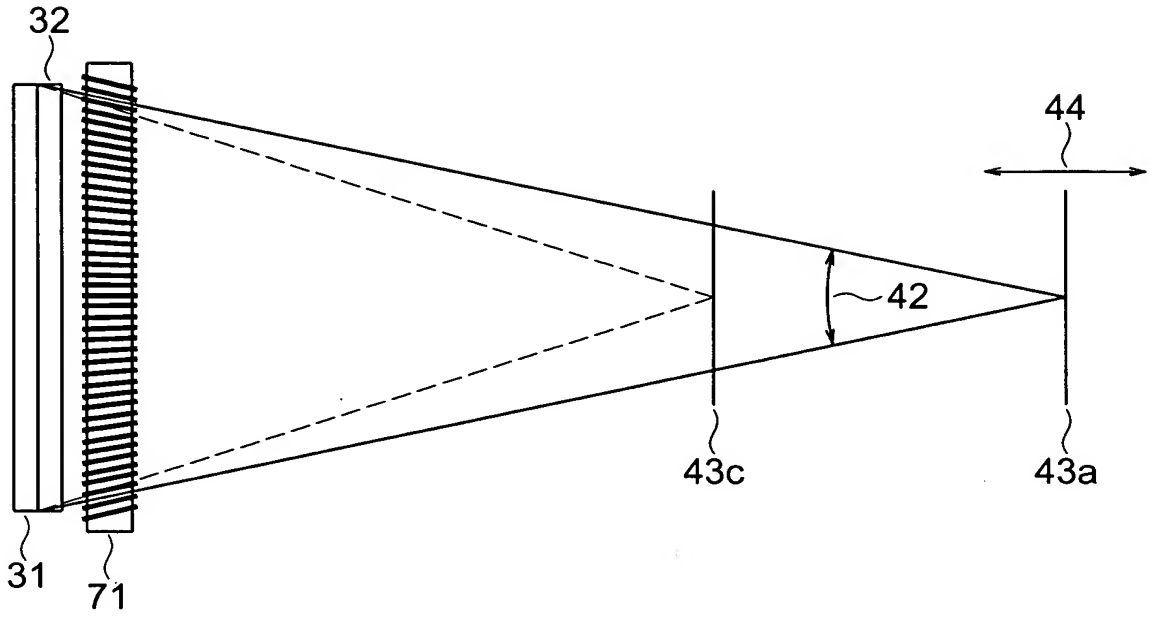

FIG. 14A

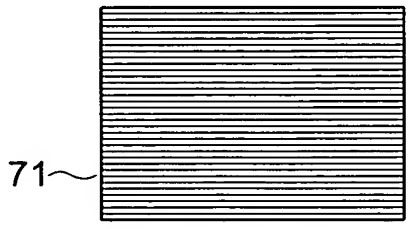

FIG. 14B

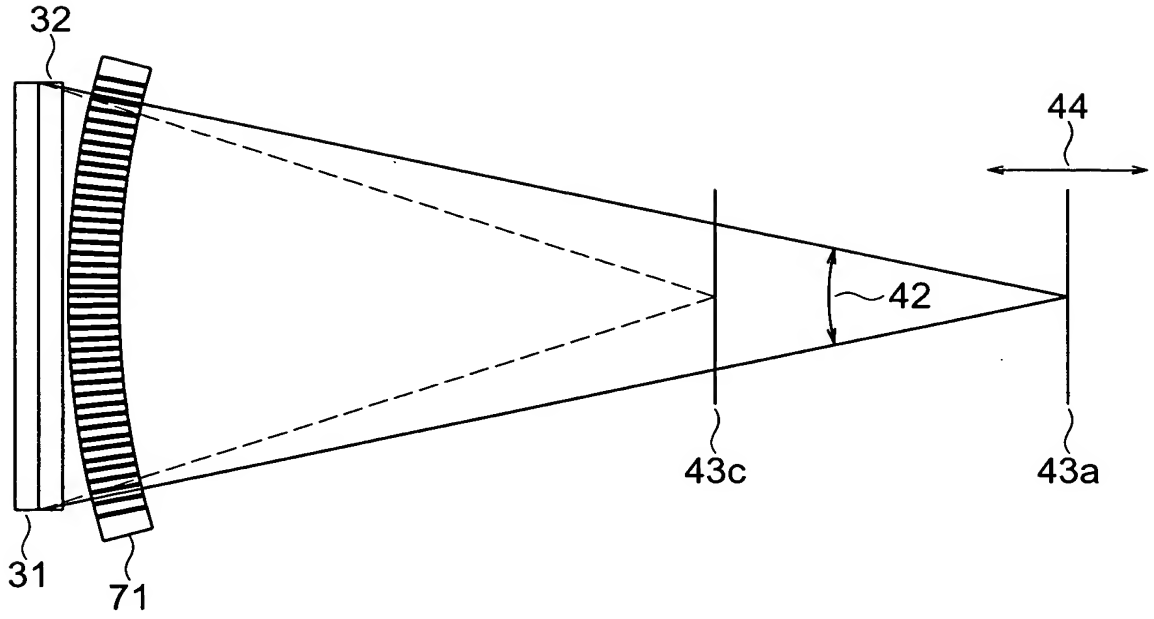

FIG. 15A

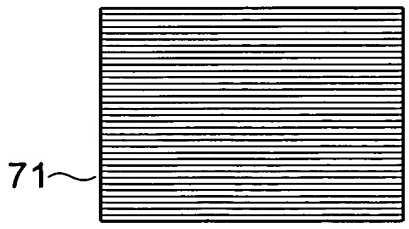

FIG. 15B

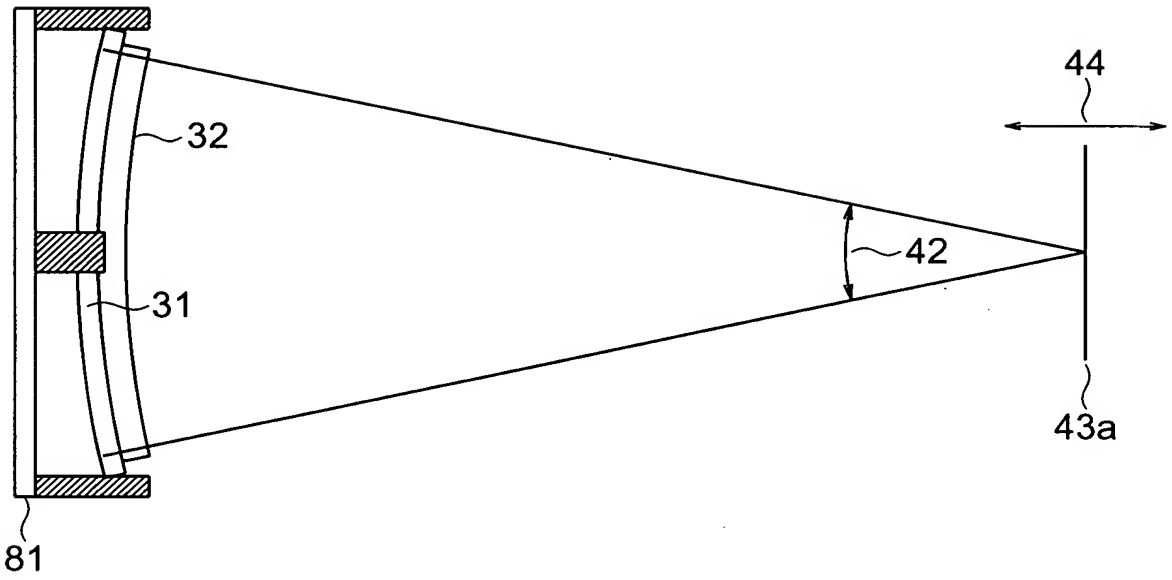

FIG. 16

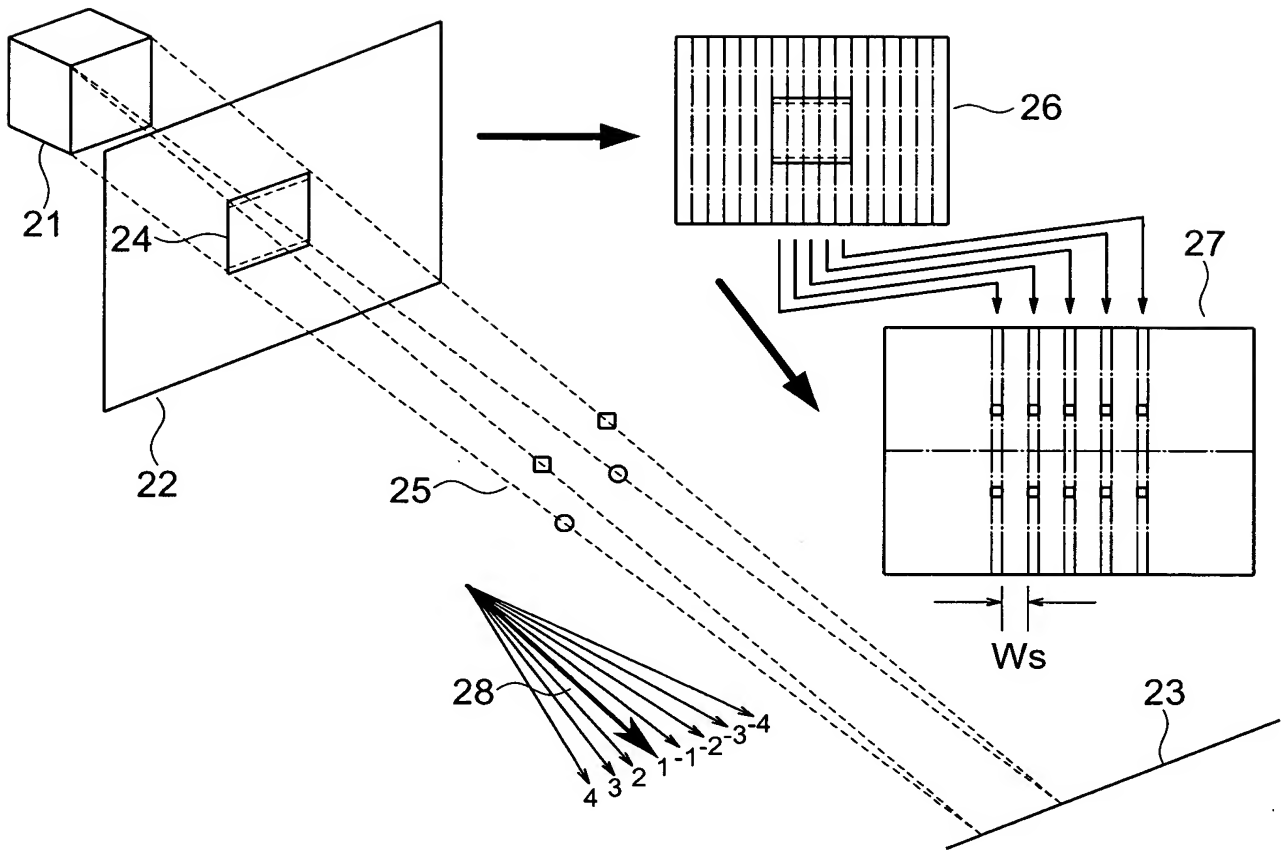

FIG. 17

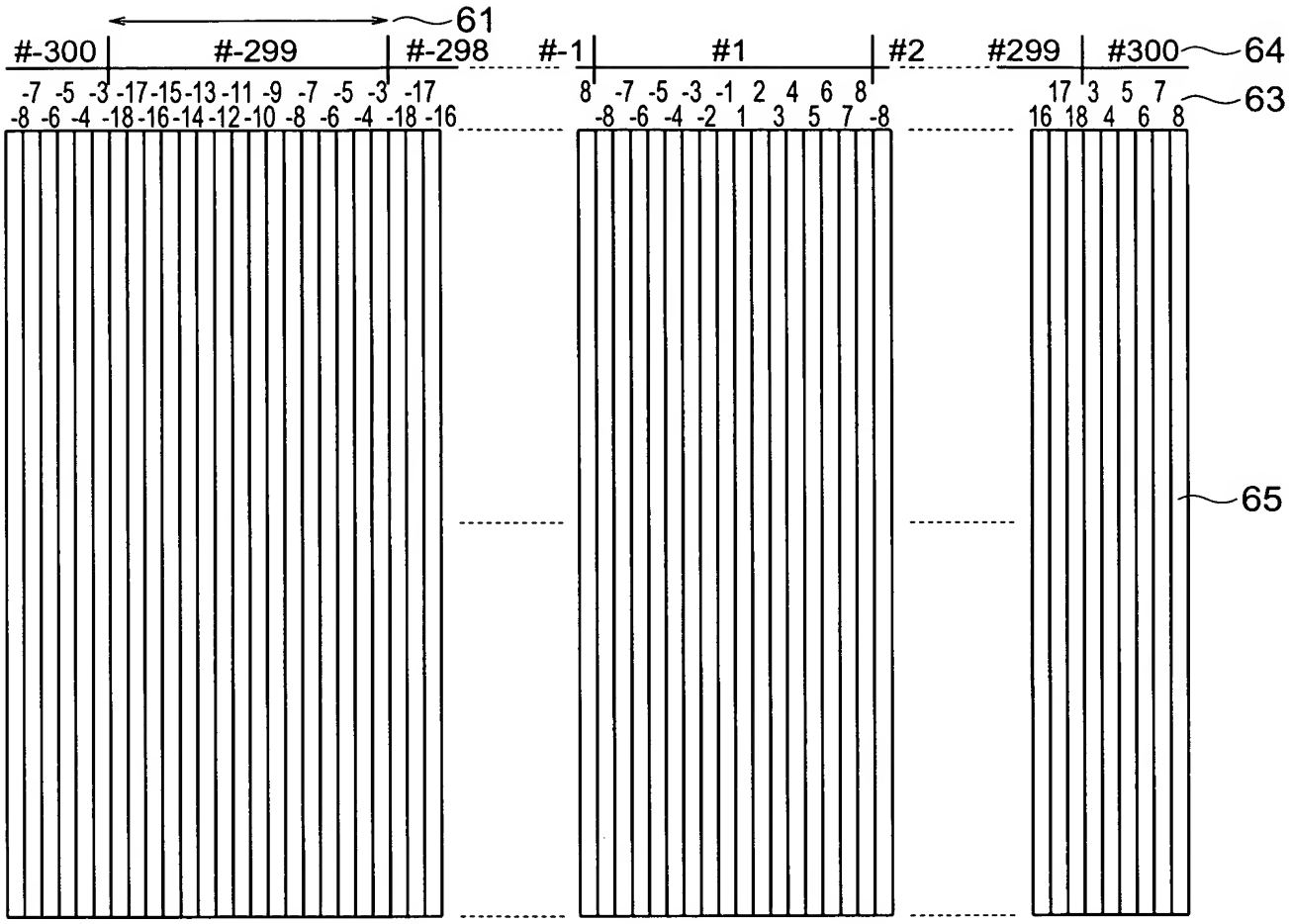
61
#-300
#-299
#-298
#-1
#1
#2
#299
#300
64
-7 -5 -3 -17 -15 -13 -11 -9 -7 -5 -3 -17
-8 -6 -4 -18 -16 -14 -12 -10 -8 -6 -4 -18 -16
8 -7 -5 -3 -1 2 4 6 8
-8 -6 -4 -2 1 3 5 7 -8
17 3 5 7
16 18 4 6 8
63
65

FIG. 18

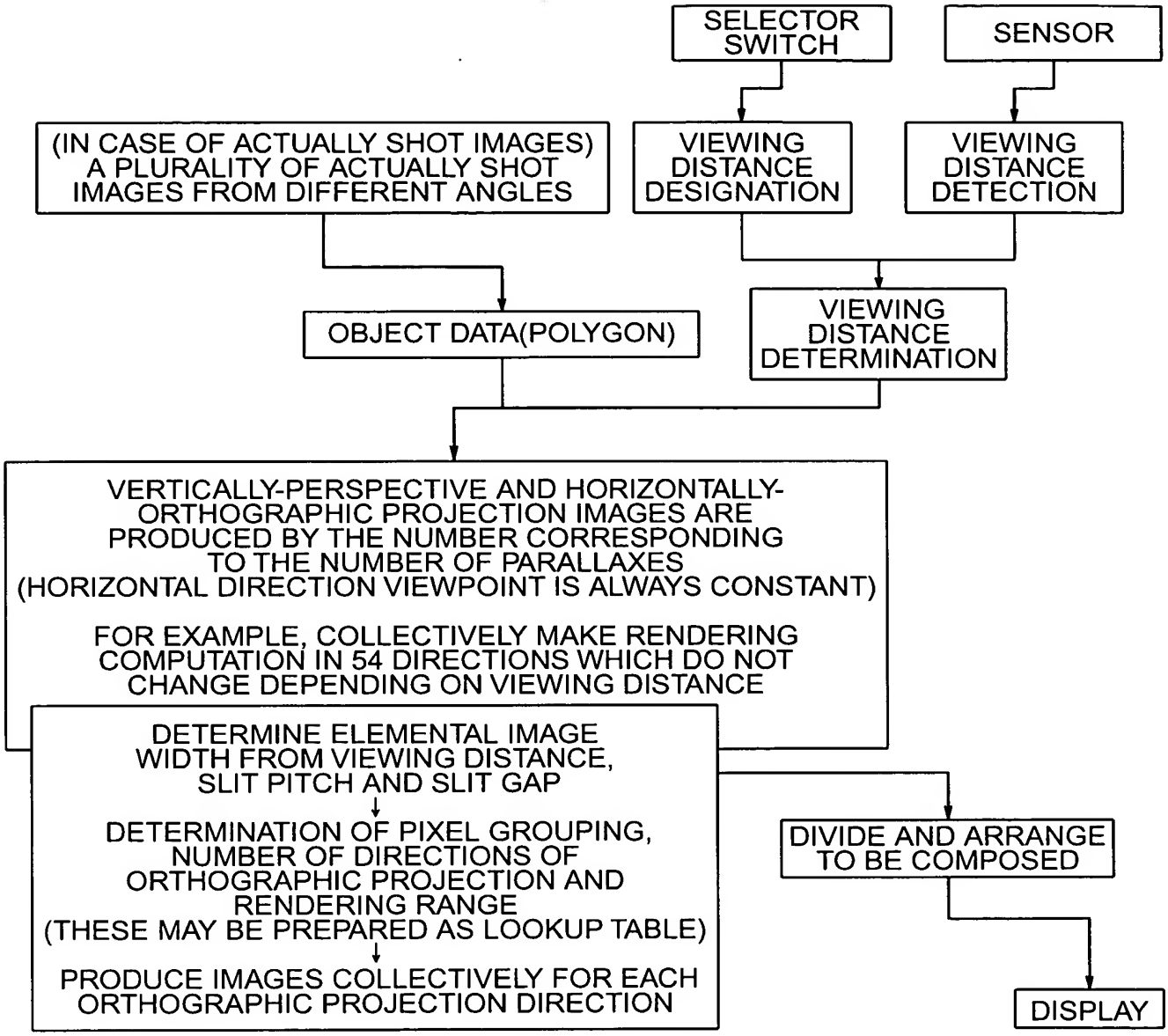
SELECTOR SWITCH
SENSOR
(IN CASE OF ACTUALLY SHOT IMAGES) A PLURALITY OF ACTUALLY SHOT IMAGES FROM DIFFERENT ANGLES
VIEWING DISTANCE DESIGNATION
VIEWING DISTANCE DETECTION
OBJECT DATA(POLYGON)
VIEWING DISTANCE DETERMINATION
VERTICALLY-PERSPECTIVE AND HORIZONTALLY-ORTHOGRAPHIC PROJECTION IMAGES ARE PRODUCED BY THE NUMBER CORRESPONDING TO THE NUMBER OF PARALLAXES (HORIZONTAL DIRECTION VIEWPOINT IS ALWAYS CONSTANT)
FOR EXAMPLE, COLLECTIVELY MAKE RENDERING COMPUTATION IN 54 DIRECTIONS WHICH DO NOT CHANGE DEPENDING ON VIEWING DISTANCE
DETERMINE ELEMENTAL IMAGE WIDTH FROM VIEWING DISTANCE, SLIT PITCH AND SLIT GAP
↓
DETERMINATION OF PIXEL GROUPING, NUMBER OF DIRECTIONS OF ORTHOGRAPHIC PROJECTION AND RENDERING RANGE (THESE MAY BE PREPARED AS LOOKUP TABLE)
↓
PRODUCE IMAGES COLLECTIVELY FOR EACH ORTHOGRAPHIC PROJECTION DIRECTION
DIVIDE AND ARRANGE TO BE COMPOSED
DISPLAY

FIG. 19

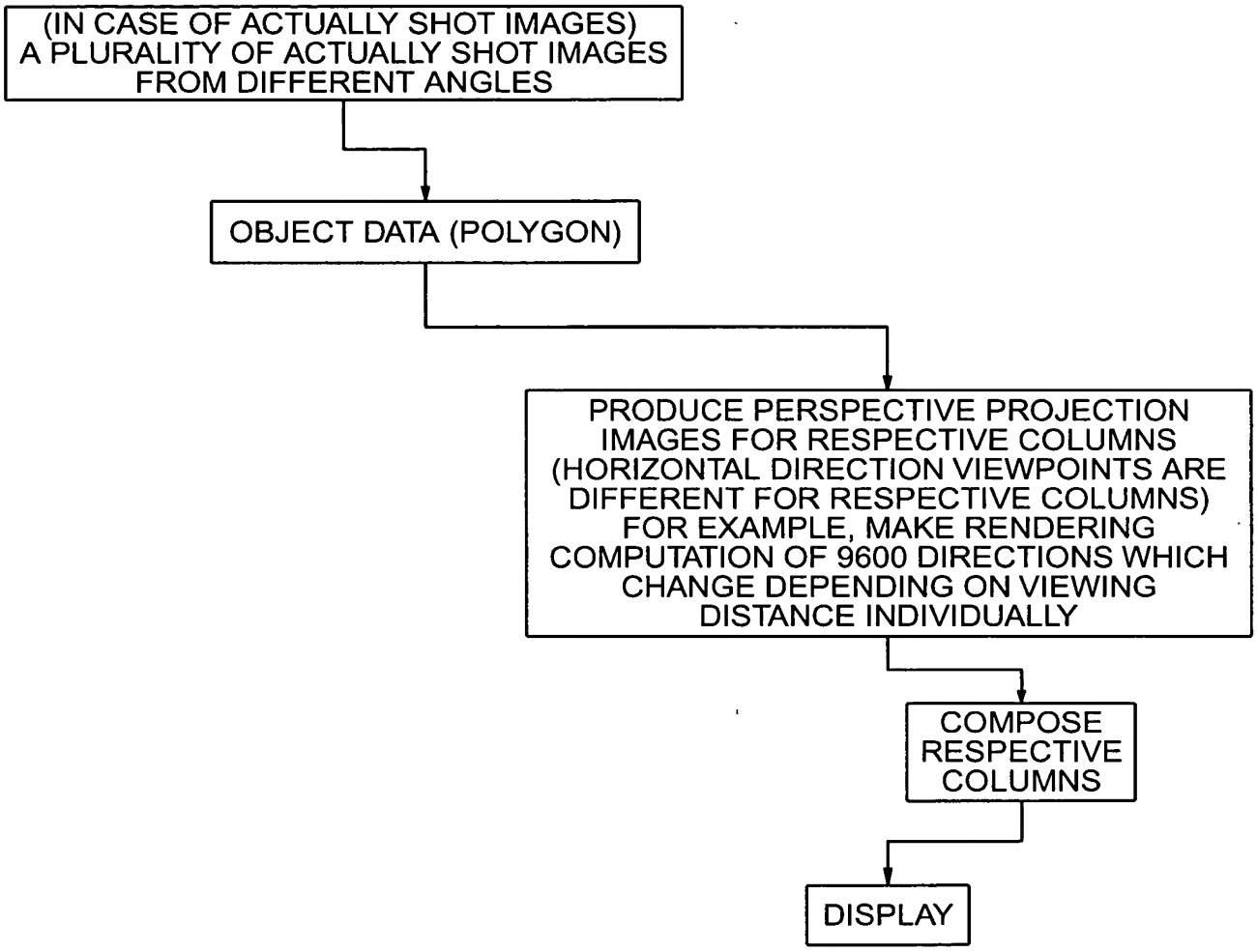
(IN CASE OF ACTUALLY SHOT IMAGES)
A PLURALITY OF ACTUALLY SHOT IMAGES
FROM DIFFERENT ANGLES
OBJECT DATA (POLYGON)
PRODUCE PERSPECTIVE PROJECTION
IMAGES FOR RESPECTIVE COLUMNS
(HORIZONTAL DIRECTION VIEWPOINTS ARE
DIFFERENT FOR RESPECTIVE COLUMNS)
FOR EXAMPLE, MAKE RENDERING
COMPUTATION OF 9600 DIRECTIONS WHICH
CHANGE DEPENDING ON VIEWING
DISTANCE INDIVIDUALLY
COMPOSE
RESPECTIVE
COLUMNS
DISPLAY

FIG. 20

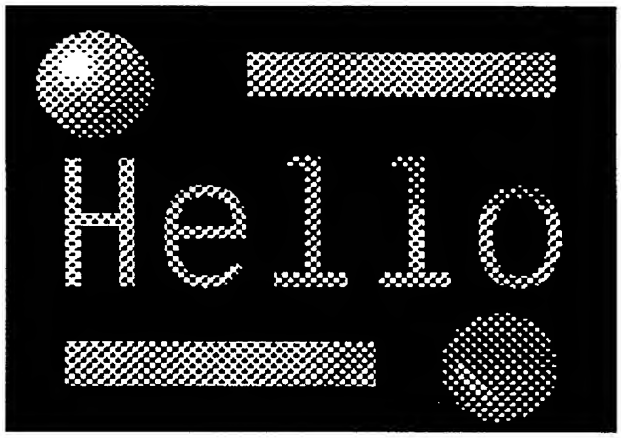

FIG. 21A

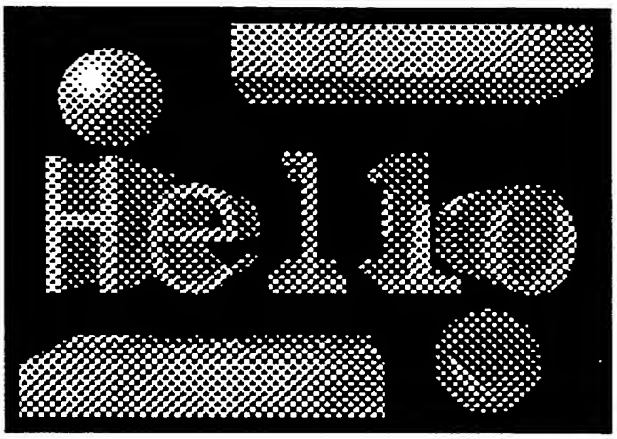

FIG. 21B

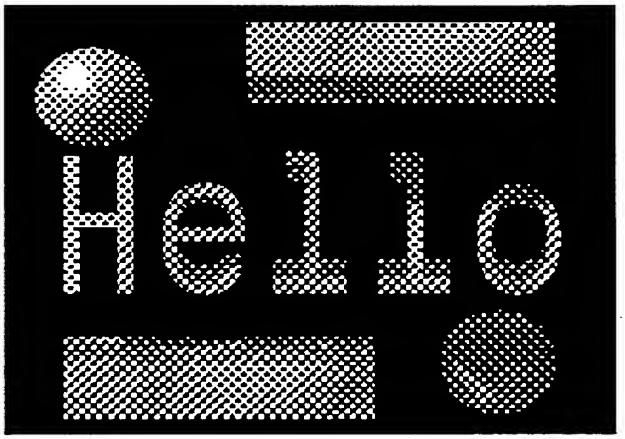

FIG. 21C

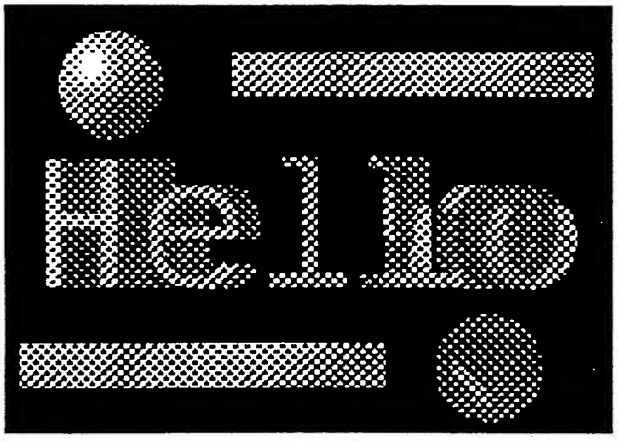

FIG. 21D

BEST AVAILABLE COPY

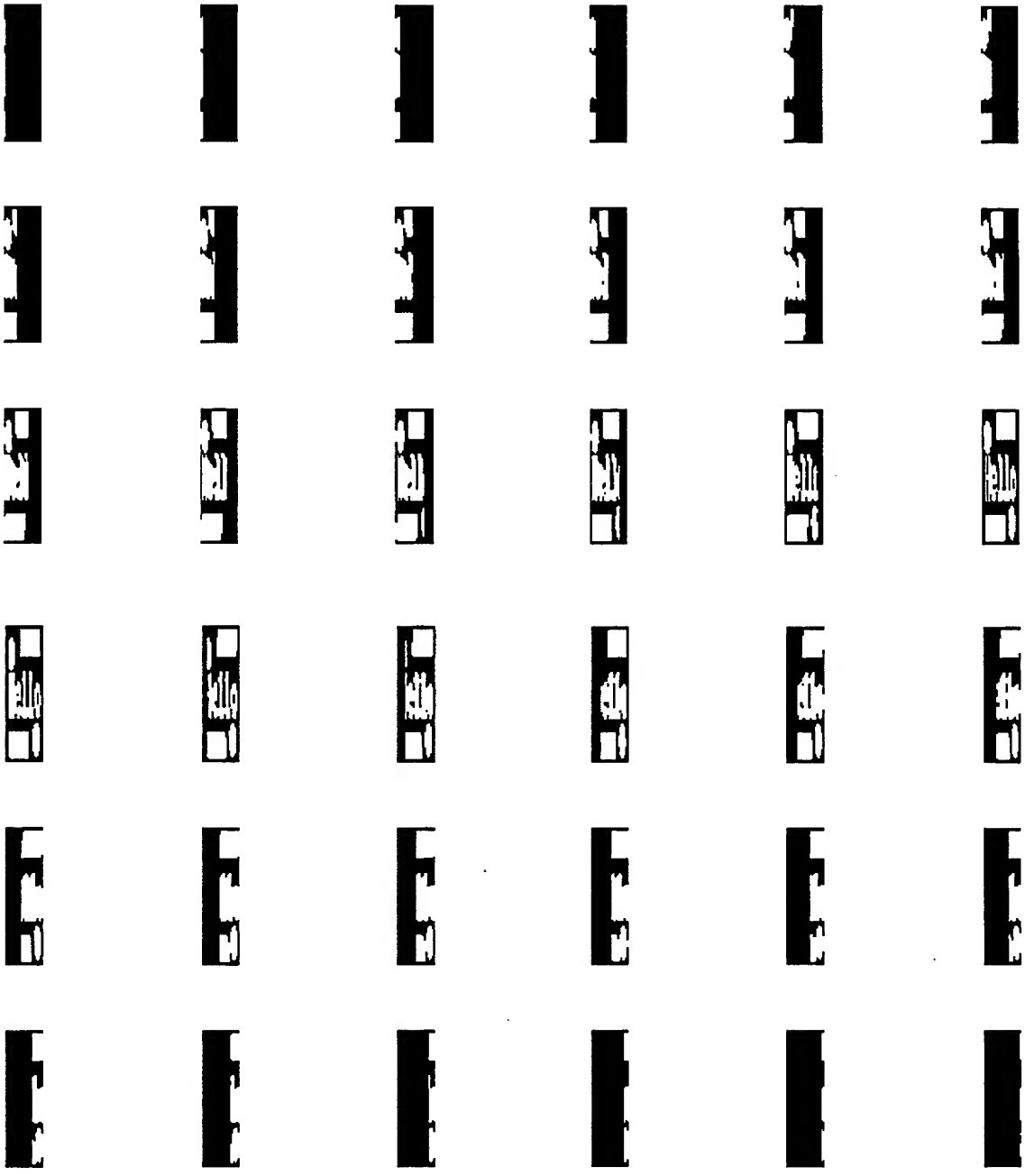

FIG. 22

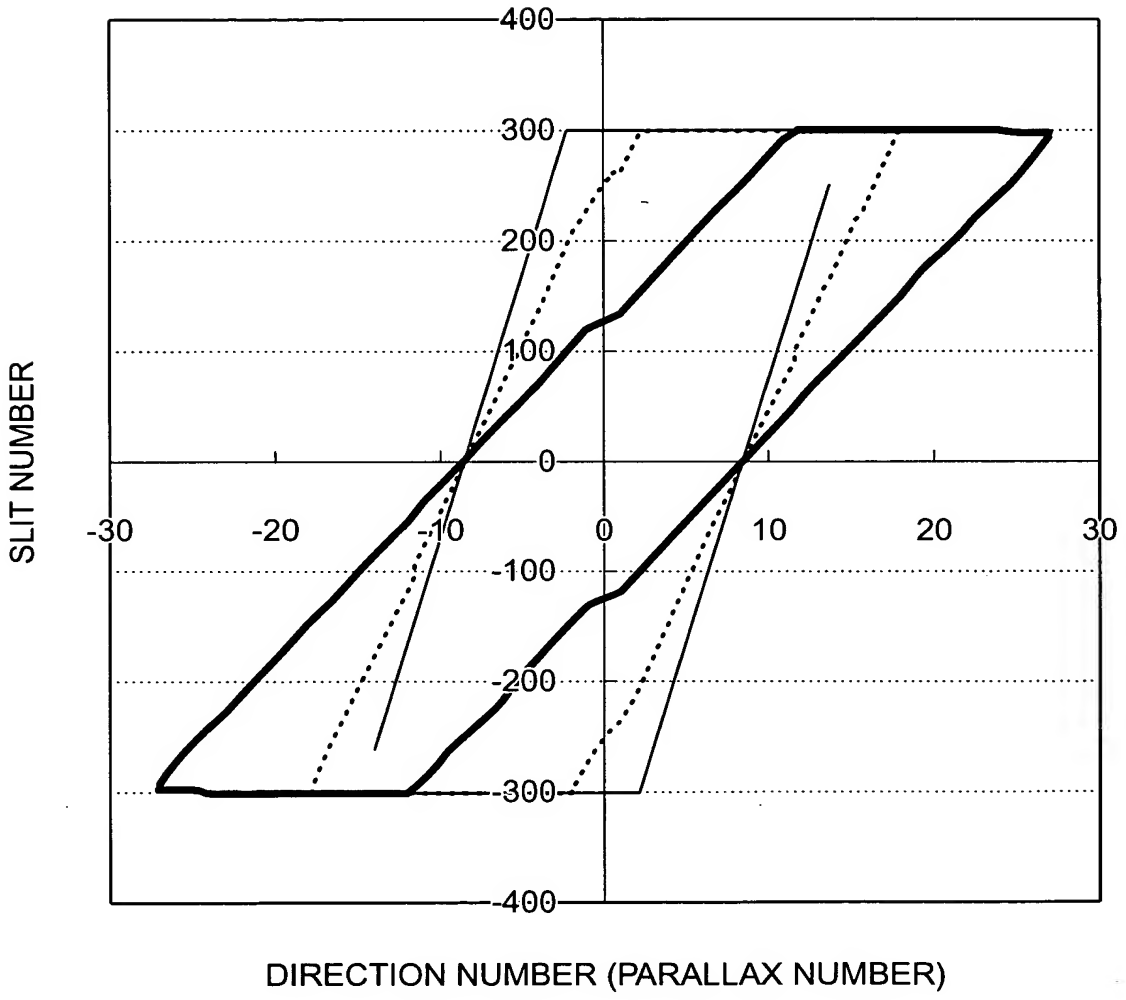
400
300
200
100
0
-100
-200
-300
-400
-30
-20
-10
0
10
20
30
SLIT NUMBER
DIRECTION NUMBER (PARALLAX NUMBER)

FIG. 23